Reverso

Written by Neil Kube, S A
for the John Sands Sega Personal Computer
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Minimum System Sega SC3000, 16K RAM minimum system required.

The game is played on an 8 x 8 checkers board. There are two players, one **black** and one white, which start the game each with two pieces in the centre of the board.

The object of the game is to occupy more squares on the board than your opponent. This is achieved by capturing your opponent's pieces. To capture an opposition piece, you flank it on opposite sides.

A piece may be flanked horizontally, vertically or diagonally. A row of pieces may be captured by flanking them on either end, just as single pieces are.

You can play **Reverso** against your computer or against another player. If you play against the computer, you may choose either black or white pieces.

How to play Reverso

You may use a joystick if you wish. Simply plug into the socket marked JOY-1.

When it is your move, a square cursor appears on the board. Use the **joystick** or **arrow keys** to move this cursor to the square where you want to play your piece. Then press the **left** joystick trigger or **spacebar** to make your move. The cursor is coloured white if it is the white player's move, and black for the black players move.

You can pass your move by pressing the right joystick trigger or the **P** key. If you make an illegal move, the computer tells you know by making a beeping sound.

If the computer is making a move, the cursor disappears while it evaluates the game, then reappears around the piece it played. If the computer passes, the cursor reappears in the top right hand square on the board.

The game ends when all squares on the board are occupied or both players are unable to move. If you wish, you can restart the game by pressing the **spacebar**.

Other titles in the **Mind Game** series for the John Sands Sega SC3000 include **Ice Cream Stall**, **Wordblock** and **Blackjack**.

TAPE LOADING INSTRUCTIONS

For John Sands Sega SC3000 Personal Computer

1. Connect the computer as shown on the user instruction card and insert the BASIC cartridge.

2. Connect a lead from the IN socket at the back of the computer to the OUT socket of your John Sands Sega Data Recorder, or the earphone socket of your cassette player.

3. Switch the computer on.

4. While holding down the FUNC key press the key with the word LOAD written above it. The word LOAD should appear on the screen. Press the CR key, the message LOADING START will appear on the screen.

5. Insert the tape in your cassette player or Data Recorder. Press the play button on the cassette player, or load on the Data Recorder. If everything is set correctly the computer will put up a message telling you that it has found a program. The program will then be loaded from the tape recorder to the computer.

6. If the volume and tone controls are set correctly, after a while the message LOADING END will appear on the screen. You will probably be most successful with the volume on about 6 and the tone on about 6 or 7. If they are set incorrectly the message TAPE READ ERROR will appear, meaning that you will have to rewind the tape and go to step 4 and try different levels.

7. To start the program press the key with RUN above it along with the FUNC key, the program will then begin.

8. There are two copies of each program on the labelled side of the tape.

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